TOP GUN™

COMBAT ZONES

EVERYONE

CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

TITUS

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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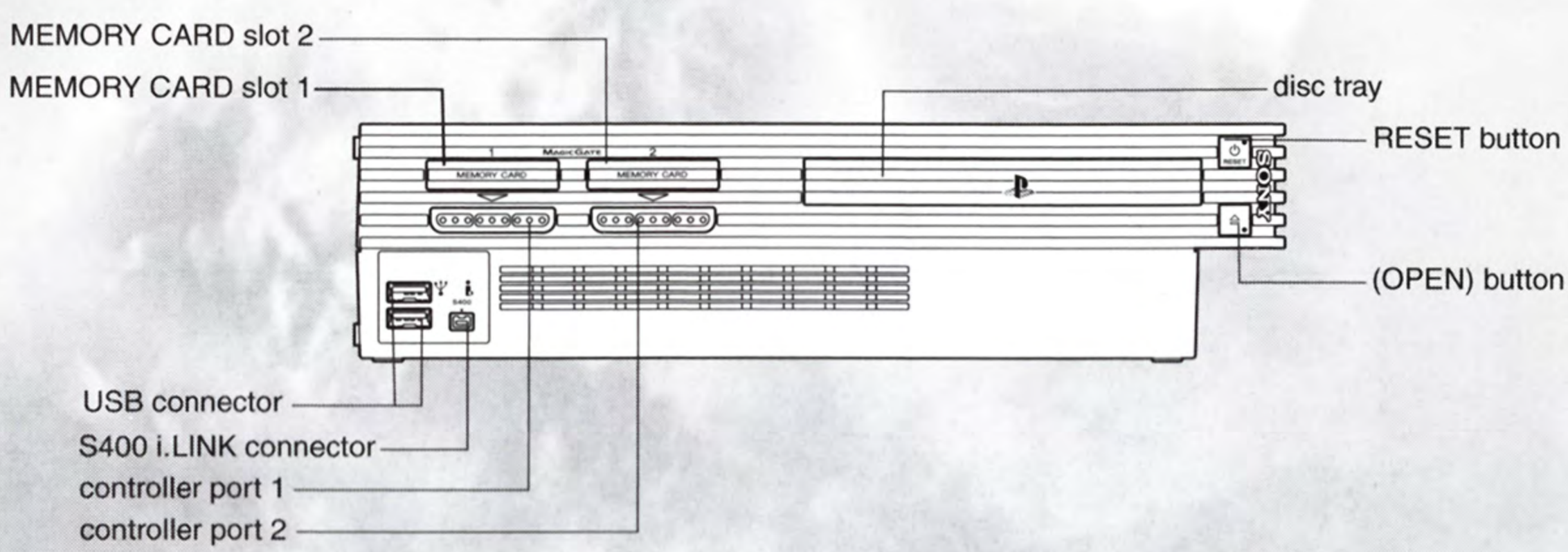
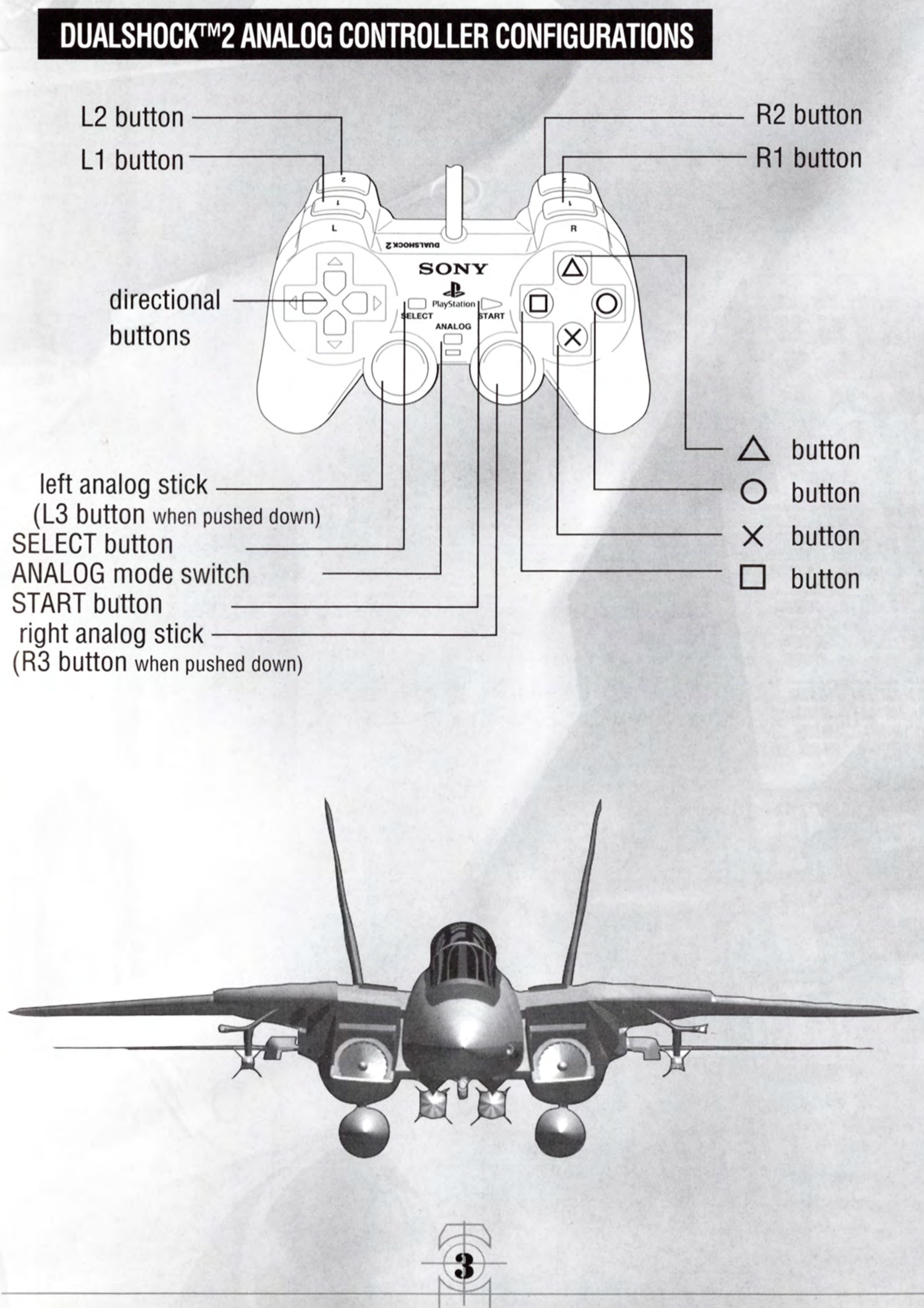
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the TOP GUN - Combat Zones disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



PRECAUTIONS

This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.

- **This disc conforms to PlayStation®2 specifications for the NTSC U/V market only. It cannot be used on other specification versions of PlayStation®2.**

- **Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.**

- **When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.**

- **When handling the disc, do not touch the surface. Hold it by the edge.**

- **Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.**

- **Do not leave the disc near heat sources or in direct sunlight or excessive moisture.**

- **Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.**

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HEALTH WARNING

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment.
These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition.
Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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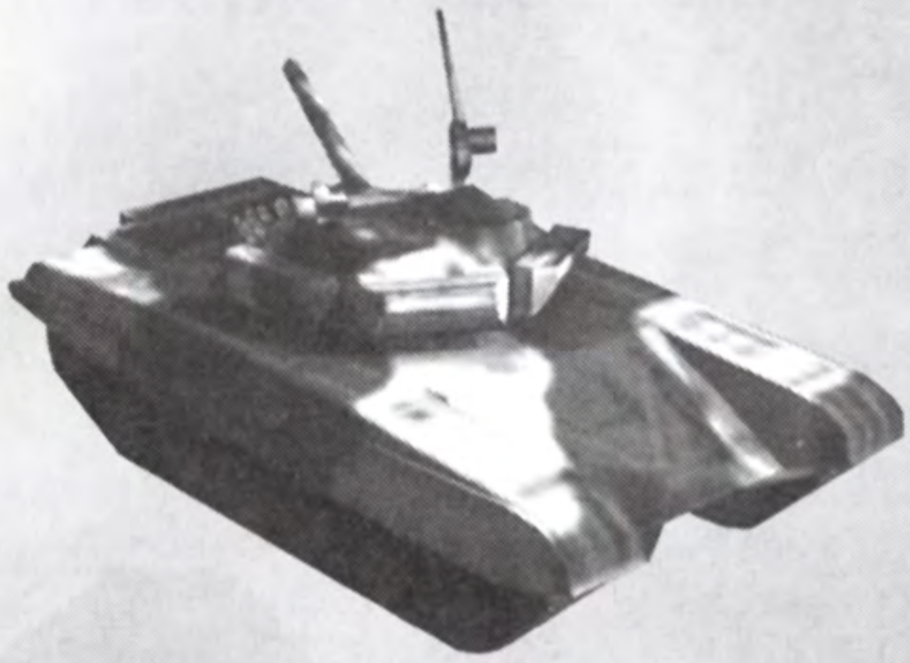
See back page of this manual for Customer Service Numbers.



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TOP GUN™ COMBAT ZONES

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual....

Now turn the console ON at the MAIN POWER switch....

INTRODUCTION

During the Korean War, the US Navy kill ratio was twelve to one. They shot down twelve enemies for every one US jet. During Vietnam that ratio fell to three to one; their pilots had become dependent upon missiles... they had lost some of their dog -fighting skills.

TOP GUN was created to teach ACM, Air Combat Manoeuvring dog-fighting

By the end of Vietnam that ratio was back up to twelve to one

This is the story of the Top Gun Academy

This is TOP GUN – Combat Zones.

You have the chance to take part in the history and potential future of TOP GUN from reliving past battles from the tail end of the Vietnam conflict and the desert battles of the Gulf War, to a future conflict set within the Arctic Circle. This is your opportunity to prove that you too, are worthy of the title TOP GUN.

OVERVIEW

Over its 30-year history the **TOP GUN** academy has trained and supplied pilots for conflicts all over the world. In **TOP GUN - Combat Zones** you will begin your own chapter in this illustrious history. **TOP GUN – Combat Zones** is composed of 36 academy and war-zones missions set over three period in history or in the near future.

Upon starting the game, you will be located at **Miramar**, home of the **Naval Fighter Weapons School**. Your first five missions will be based at this location, though the combat will be as live as anything you will face in the rest of the game.

Upon completing five **Academy Missions**, you will be eligible for live combat, which, in the first **Era** of the game will take you to **South East Asia**, and the end of the Vietnam War. Upon completion of this conflict, we will move forward through the history of Top Gun to our second Era.

As each new **Era** begins, a new plane is received, and a new set of **Academy** and live combat missions will be presented to you. During the second Era, your live War-zone will be the **Gulf States**, taking place in the late 80's and early 90's. With the **Arctic Circle**, your third and final destination, we have conceptualised a future conflict based around disputed borders and a global fuel crisis.

IN-GAME CONTROLS

THE STANDARD CONFIGURATION

On the DUALSHOCK™2 analog controller , the left analog stick is used in Top Gun - Combat Zones to direct the plane, forwards and backwards for pitch and left to right for roll. The L1 and R1 buttons are used to control the rudders. Take your time to master these controls.

To accelerate, use the afterburners on the R2 button.
The brake is on the L2 button.

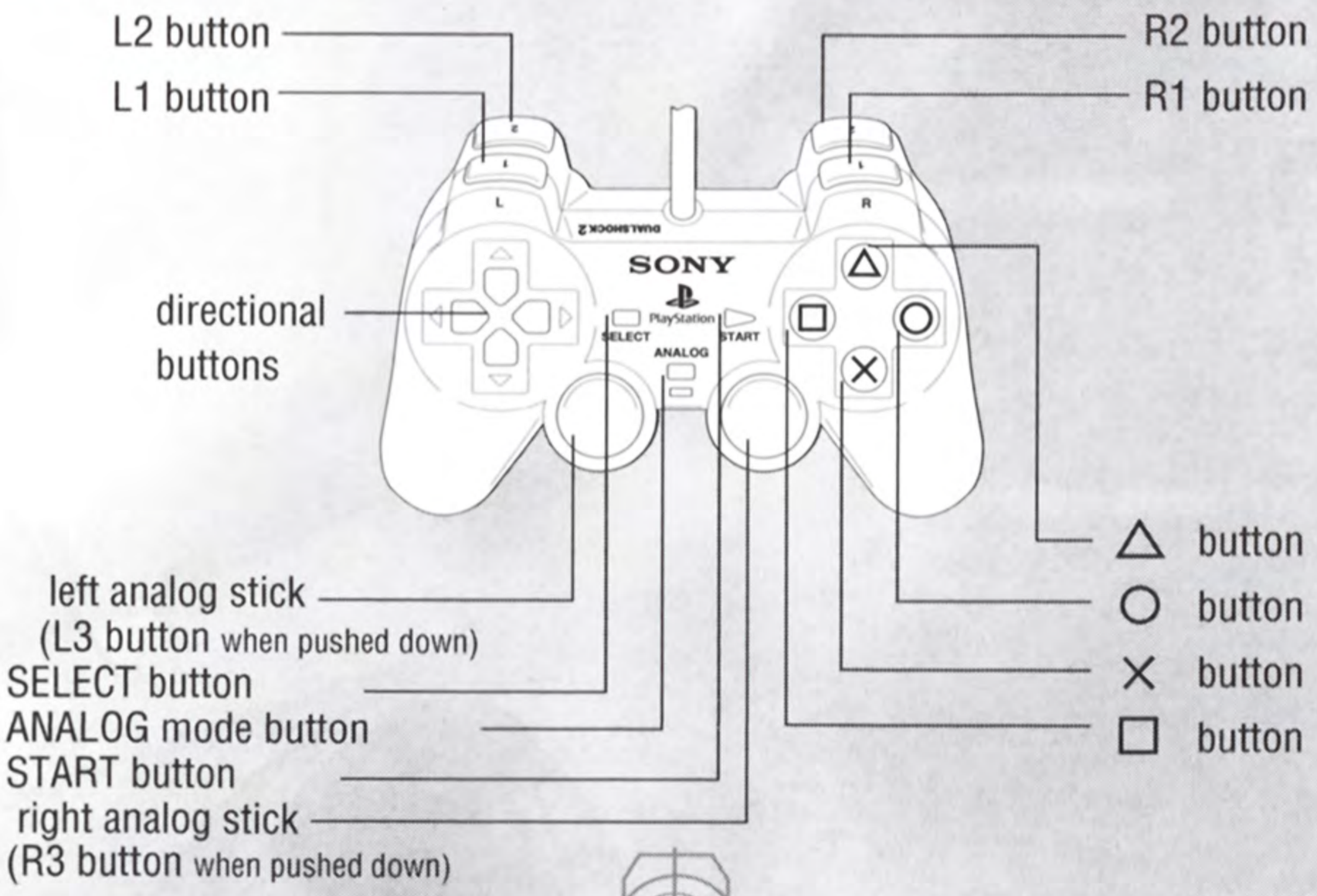
⊗ button is used for firing the primary weapon, the cannons.
□ button is used for launching the secondary weapon.
○ button is for cycling through the available secondary weapons.
△ button is for cycling through the targets

Use the left directional button to change from cockpit to external view. The right directional button changes the scale of the world map (see Game Screen)

The right analog stick allows the player to change his view. The player can look left, right and back just by pushing the stick, left, right and down. Pressing in on the right hand stick, the R3 button, without a target, and moving the stick up or down, enables the player to look in those directions. Pressing the right hand stick in, the R3 button, with a target locked, the camera will track the locked target. Pressing the stick, the R3 button, in once more to cancel this camera mode.

In order to use the left and right analog controls of the DUALSHOCK™2 analog controller, it should be in analog mode (mode indicator : Red).

DUALSHOCK™2 Analog Controller



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DUALSHOCK™2 ANALOG CONTROLLER

In the options menu, you may select one of the following DUALSHOCK™2 analog controller configurations

CONFIGURATION 1 (DEFAULT)

Rudder – left	L1 button
Rudder – right	R1 button
Brake	L2 button
Throttle	R2 button
Primary weapon	⊗ button
Cycle weapon	○ button
Secondary weapon	□ button
Cycle target	△ button

CONFIGURATION 2

Rudder – left	L2 button
Rudder – right	R2 button
Brake	L1 button
Throttle	R1 button
Primary weapon	⊗ button
Cycle weapon	○ button
Secondary weapon	□ button
Cycle target	△ button

CONFIGURATION 3

Rudder – left	L1 button
Rudder – right	R1 button
Brake	L2 button
Throttle	R2 button
Primary weapon	○ button
Cycle weapon	△ button
Secondary weapon	⊗ button
Cycle target	□ button

CONFIGURATION 4

Rudder – left	L2 button
Rudder – right	R2 button
Brake	L1 button
Throttle	R1 button
Primary weapon	○ button
Cycle weapon	△ button
Secondary weapon	⊗ button
Cycle target	□ button

The configuration of the analog sticks and the directional buttons does not change:

PITCH : Forward and backwards on left analog stick
ROLL : left and right on left analog stick
CAMERA MOVE : Right analog stick
REAR-VIEW : R3 button
CYCLE VIEW : Left direction button
ZOOM MAP : Right direction button

During a mission, press the Start button to pause the game and bring up the in-game menu options.

DUALSHOCK™2 analog controller Connectivity At least one controller should be connected to controller port 1 at all times.

MEMORY CARDS

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2). Memory Cards designed for use with PS one™ format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved Top Gun - Combat Zones data. Make sure there is enough free space on your Memory Card before commencing play.

GETTING STARTED.

MENU SCREEN OPERATION : Press the directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous screen, press the △ button.

From the Top Gun Combat Zones title screen, press START

THE MAIN MENU : Choose to create a new game, continue a game or view the credits from this menu. You can choose from New, Load or Credits

SAVING AND LOADING GAMES.

CREATE NEW PILOT

In order to save your progress through Top Gun : Combat Zones, you'll need to create a Pilot file on your Memory Card.

At the Title Screen press the Start or ⊗ Button to access the Main Menu. Then select NEW. The Difficulty screen lets you decide on the difficulty level of this game. Use the up and down directional buttons and then press the ⊗ Button to confirm the selection. The Create New Pilot Screen will now be displayed.

GETTING STARTED.

Enter your Pilots callsign by pressing the directional buttons and then press the ⊗ Button to confirm the selection. You must now select YES to confirm that you wish to create the new pilot file on your Memory card. The file will now be saved.

NB You can select No, but if you do, you will need to use the SAVE option in the Game Mode Select menu, to save your current game and mission scores.

LOAD PILOT FROM MEMORY CARD

To load a game that you've previously saved to Memory Card, press the Start or ⊗ Button to access the Main Menu from the Title Screen, select LOAD. Choose the saved game you want to load by using the left and right directional buttons and press ⊗ to select and then choose YES to confirm.

GAME MODE SELECT MENU

Choose the type of game you want to play from this menu. You can choose from SAVE, GAME, QUICKSTART, Options or Quit. To return to the Title Screen, choose the Quit option.

OPTIONS

AUDIO

You may adjust the MUSIC VOLUME
You may adjust the EFFECTS VOLUME
You may adjust the VOICE VOLUME

CONTROLLER

You may select one of the four possible controller configurations
You may turn the vibration on the DUALSHOCK™2 Off or On

SAVE

This save option can be used to save the current game status to the memory card.

NB This save option only needs to be used to save a previously unsaved game, or when you have been playing a previously saved game without the memory card present.

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GAME

To start the game you will have to select the Era, the Mission and the plane that you want to fly. The further you get into the game the more options will be open to you. You can always return to missions that you have already flown to improve your score. Certain bonus planes will only be unlocked, if you have high scores in all missions.

THE ERA SELECTION MENU

Use the up and down directional buttons to highlight your chosen Era and the ⊗ button to confirm, and then choose either to fly ACADEMY or WARZONE missions, by pressing the left and right directional buttons. Press the ⊗ button to confirm your selection.

THE MISSION SELECTION MENU

Use the directional buttons to select your mission. Press the ⊗ button to confirm your selection.

THE PLANE SELECTION MENU

Use the left and right directional buttons to select your plane. Press the ⊗ button to confirm your selection. You will notice that the bonus planes are still in their crates. The only way to open them is to be Top Gun.

BRIEFING SCREEN

The Briefing screen describes the type of terrain and the type of encounters you are likely to experience during your mission. Your mission orders are revealed here, highlighting the key objectives and rules that must be achieved/followed for successful mission completion. You can move back from this menu if you wish to choose another of the missions that are available to you at that time. Press the △ button to go back.

Once you're happy and you know what's required of you press the ⊗ button to go flying.

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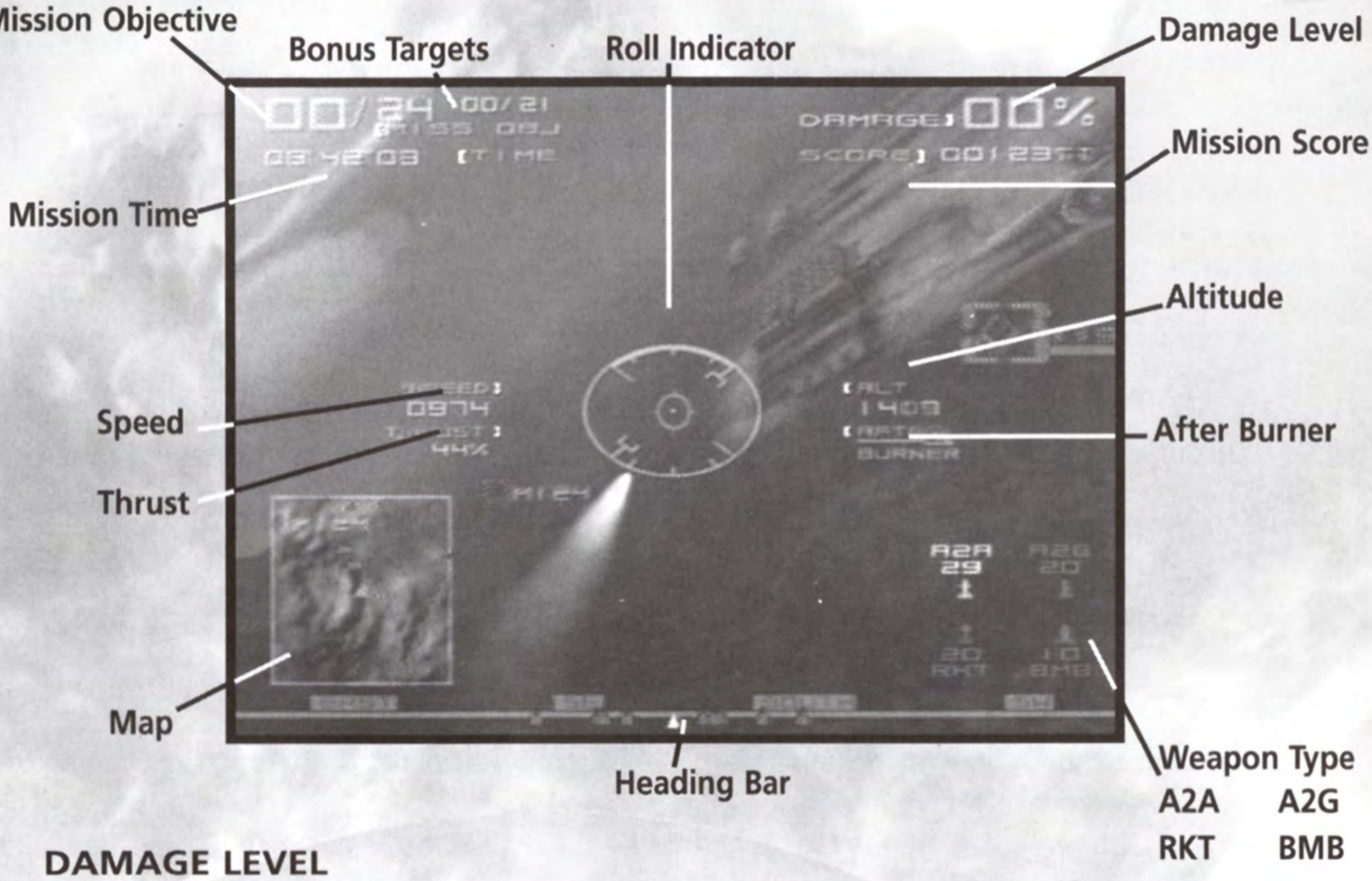
GAME SCREEN



DAMAGE LEVEL

Percentage indicator revealing plane damage after cannon or missile hits, or object collisions

MISSION SCORE

Scores are not just attained by enemy kills in Top Gun – Combat Zones. The main score is constantly ticking up the whole time you are active in a mission. The rate at which this score increases is affected by your speed and altitude. The faster you fly, and the lower you are prepared to go, the greater your score at the end of a mission.

The numbers that appear beneath the main score is for bonuses. Adding up skilful or risky flying scores, sequential cannon hits or accurate rocket fire. This will keep ticking up independently of the main score, but will be added to it when that particular sequence of moves or hits by the player comes to an end.

WEAPON TYPE

A2A : Air to Air fire and forget missiles

A2G : Air to Ground fire and forget missiles

RKT : Unguided rapid-fire rockets

BMB : High damage bomb

Use the cycle weapon button to change current secondary weapon. Air to Air missiles will lock Helicopters and Planes. Air to Ground will lock all ground-based enemies, whether stationary or moving. Rockets fly in a straight line, and as they do not lock, are best used against static targets, but with skill the can be used against any type of enemy. Bombs are used for heavily armoured buildings or tightly grouped ground targets.

HEADING BAR

Enemy and allied units/targets are visible on this bar before they are on the map or onscreen. Use this to choose the direction you wish to fly in.

Any indicators that are bright red are mission objectives. Dull red indicators are there to mark threats to the player that are non-mission specific targets. These may become mission objectives as new mission orders come in to the player. Make bright red targets your priority!

To aid tracking enemy targets, the icons that appear on the heading can appear below, above or on the heading bar line. This indicates their vertical position relative to the player.

Occasionally blue icons will appear to designate the locations of allied units or building that may need to be protected.

MAP

Can be zoomed in or out. Enemies appear red, allies blue and neutrals yellow.

Airborne targets are indicated by arrowheads.
Ground enemies by circles.
Static objects by squares.

MISSION OBJECTIVE

Primary objectives for mission completion.

BONUS TARGETS

Bonus targets for extra score.

MISSION TIME

Mission failure if this reaches 00:00. Different time limits for different missions.

ALTITUDE

Height above sea level. Some missions have limits on maximum or minimum height. Warnings will be given when these limits are approached, with mission failure resulting when these limits are ignored.

AFTER BURNER

After burner can only be used for a set period of time. This gauge shows how much time is left for full after burner usage. The gauge will tick back to its maximum when the afterburner is not in use.

SPEED

Indicates Jet speed in km/h.

THRUST

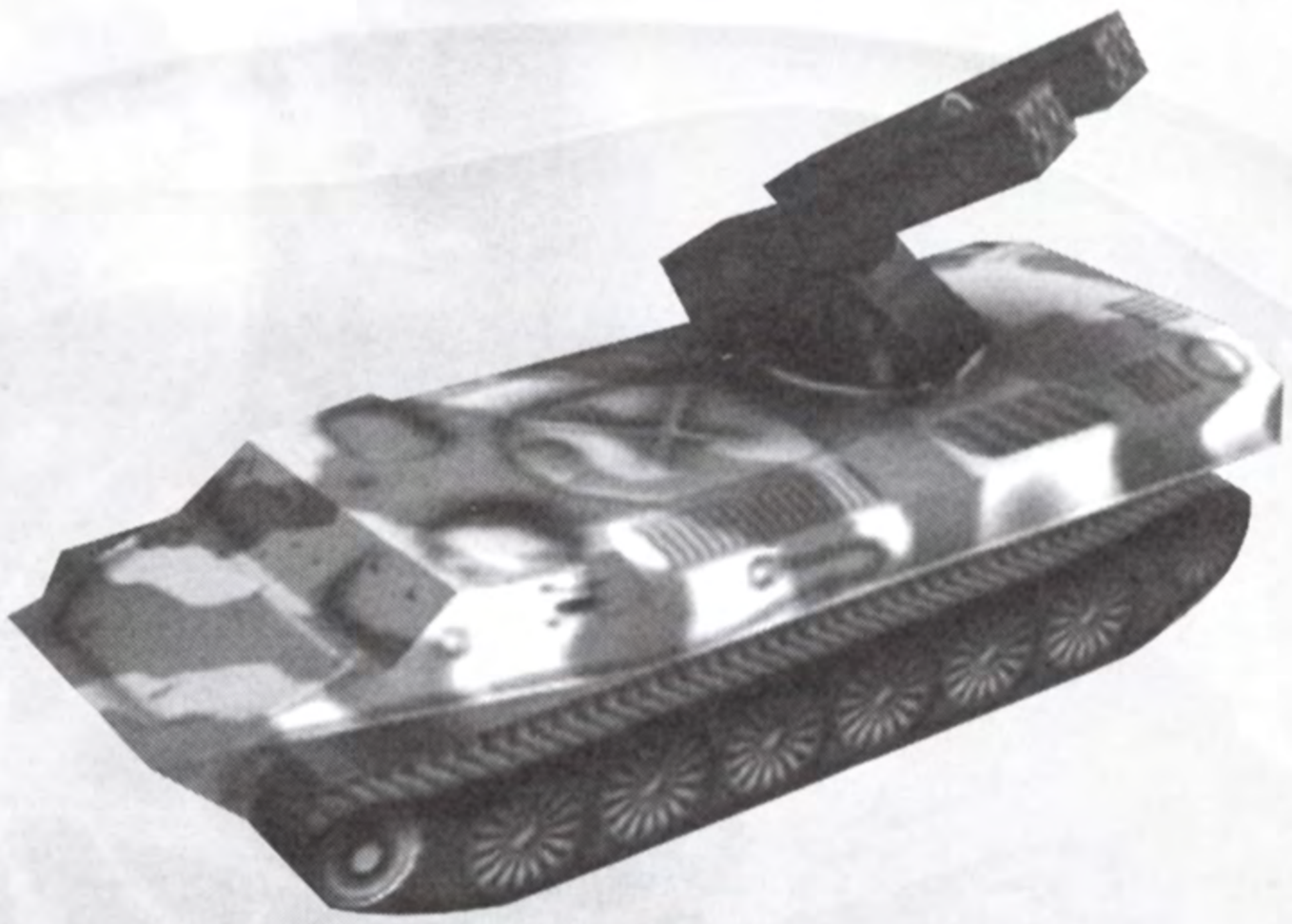
Percentage indicator showing engine use.

ROLL INDICATOR

Gives the planes orientation when in first person view mode.

PAUSE

During a mission, you can put the game on hold at any time by pressing the Start button. The Pause menu, allows you to Resume, to Restart the current mission, to modify the mission options or to Quit the current mission. If you quit, you will return to the Mission Selection Menu.



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QUICKSTART

Quickstart missions are a way for the player to get flying with the minimum of fuss. Default settings allow the player to immediately go to the first ACADEMY terrain, and fly around it in the F14.

Quickstart options are progressively unlocked as the player moves through the main game.
The following options are available:

- **PLANE:**
  As soon as standard or bonus planes are unlocked, they will become available for selection.

- **MAP :**
  As you succeed in a particular mission, the terrain and its lighting condition will become available in the Map option.

- **THREAT :**
  Combat game modes can be made easier or harder by adjusting the threat setting. There are five settings to choose from, very low, low, medium, hard and very hard.

- **GAME MODE :**
  Initially, only AIR TO AIR will be available, but this will be followed by AIR TO GROUND upon completion of the first set of Academy Missions.. Upon completion of the subsequent Academy Missions for Eras 2 and 3, the player will gain, AIR TO AIR and AIR TO GROUND and FREE FLIGHT modes for use in Quickstart missions.

NB: On entering the Quickstart Set-up Screen, START is highlighted ready for selection. This enables quick and easy access to the Quickstart Game using the default Quickstart set-up.

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QUICKSTART PLANE SELECT

Press the left and right directional buttons to cycle available aircraft. Only aircraft unlocked in the Main Game are available for selection in Quickstart.

Quickstart Map Select

Press the left and right directional buttons to cycle available Landscapes. As landscapes are flown in the Main Game, they become available for selection in Quickstart.

Quickstart Threat Select

Press the left and right directional buttons to adjust mission difficulty. The higher the difficulty is set the more enemies in the mission.

Quickstart Game-Mode Select

Press the left and right directional buttons to cycle available Quickstart Game-Modes. New Quickstart Game-Modes become available when the Academy section of each ERA is successfully completed in the Main Game. The different Quickstart Game-Modes are described above.

START

Once you've finished configuring Quickstart, use the up and down directional buttons to highlight the START option. Press the ⊗ button to launch your Quickstart mission.

SCORING

Scoring plays a major part in TOP GUN: COMBAT ZONES. Of the five bonus planes available, four can only be unlocked through achieving a certain level of ability in all missions.

Each mission has three scoring levels, with the player being able to complete a mission without necessarily reaching even the lowest of the scoring targets.

These targets are rewarded with BRONZE, SILVER or GOLD STARS. For a player to unlock one of the secret planes, all missions must be completed to at least BRONZE STAR status. A RED STAR indicates that the player has completed the mission successfully without doing well enough to be awarded a BRONZE.

Completion at SILVER or GOLD STAR level will unlock the other planes. The final bonus plane requires a little more effort...

HINTS : COMPLETING A MISSION

Pay attention during the briefing, this will tell you what to expect and what you've got to do.

HINTS : INCREASING YOUR SCORE

Beyond the confines of your mission targets and objectives, there are numerous ways to multiply your score. Skilful flying can increase the rate that you basic score ticks up, as can accurate cannon fire, fast mission times, hits with an unguided weapon, multiple hits within a single burst of fire...

More specifically, the player can fly around and through some tight gaps around the terrain... this kind of flying, although not approved by TOP GUN instructors, does give you chance to earn big scores.

You also have access to some special moves that can be used to get away from enemies in pursuit, or to evade enemy heat seeking missiles that are closing in. (See SPECIAL MOVES section). Performing some of these moves whilst skirting the terrain or flying between the legs of an oilrig, can multiply your score even further.

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SPECIAL MOVES

The player can activate special moves to avoid missile locks or score bonus points.

To activate these modes the player must click the Left analog stick in and move it. The moves will not be activated unless the stick is "clicked" in.

JINK : Double press (left analog stick) in.

BARREL ROLL : Hold (left analog stick) in and either tap stick left and then hold stick right, or tap stick right and then hold stick left.

HALF ROLL : Hold (left analog stick) in and either tap or hold stick left with RIGHT RUDDER pressed or hold stick right with LEFT RUDDER pressed.

AIRBRAKE MANEUVER : Hold (left analog stick) in and tap stick up and then hold stick down with AIRBRAKE pressed.

FLYING TIPS

The PlayStation®2 DUALSHOCK™2 controller has fully analog buttons. Use this ability to your advantage when piloting your jet. A gentle pressure on throttles and or rudders can be used for very fine maneuvers, whilst full pressure has a much more dramatic impact.

An immediate full press of the throttle button will result in full Afterburner, giving the player a chance to catch up with or get away from the enemy easily. Using this feature at low altitude or in tight spaces is at the pilots' own risk.

Use the right analog stick to look around you to help identify targets. Holding the stick in, and moving it up and down will allow you to look directly above and beneath you. Holding it in when locked on an enemy or having just dropped a bomb, will cause the camera to remain pointing at that object or location.

If you want to get used to handling the plane without being shot at, try an early Quickstart mission and spend some time flying as fast as you can around the canyons. Learn to use the roll and rudders at the same time. Isolate features in the terrain and try to target then.

CREDITS

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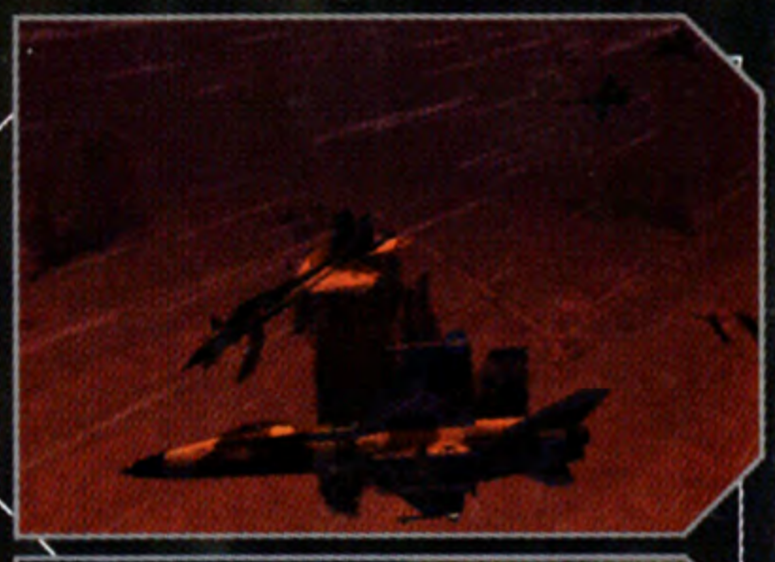

DO YOU FEEL THE NEED ?

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Paramount